

**INSTRUCTIONS FOR**  
**HARLEM GLOBETROTTERS**  
**ELECTRONIC**  
**BASKETBALL**



## GENERAL GAME INFORMATION

Harlem Globetrotters Electronic Basketball is an excitement-filled game one or two people can play.

The object of the game is for the Offensive Player, which you control, to maneuver around the five Defensive Players, which the computer controls, and find a clear path to the basket for a shot.

A Game is divided into four quarters. Each quarter is made up of 15 minutes — about 2½ minutes in “real” time. Whenever the ball is in play, the game clock is running.

When you turn the game On, the Game Clock shows 15 minutes remaining to play in that quarter. The clock counts down automatically to 00 minutes remaining to play, at which time a buzzer sounds, indicating the end of the quarter. The Game automatically resets to 15 minutes left to play when you start the action in the next quarter.

Each team controls the ball for a maximum of 24 seconds before having to “turn it over” to the other team. When play begins, the scoreboard clock shows 24 and automatically begins counting down to zero. A team may score as often as possible during its 24 second possession of the ball. However, if a ball is “stolen”, or goes out of bounds before the end of the 24 seconds, the team loses the ball.

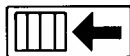
When two people are playing Harlem Globetrotters Basketball, player 1 — Visiting Team — starts the 1st and 3rd quarters. Player 2 — Home Team — starts the 2nd and 4th quarters.

If the Home Team has possession of the ball, then the bright red light, which indicates the Offensive Player, will begin play in the lower left corner of the court.

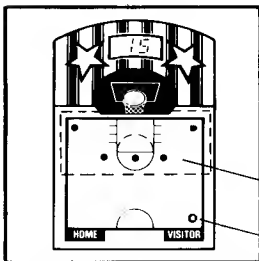
If the Visiting Team has possession of the ball, the bright red light will appear in the lower right corner of the court.

# PLAYING HARLEM GLOBETROTTERS BASKETBALL

- 1** Turn the game "On" by sliding the Skill Selector Switch to "1" or "2". Level "2" is faster and requires greater skill. Do not switch between 1 and 2 after starting play, or the game will end.



1 OFF 2

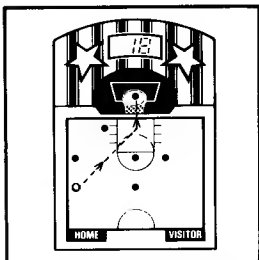


- 2** The bright red dot in the lower right corner is the Offensive Player. The five other dots are the defense. The scoreboard will show 15 minutes to play in the quarter.

Defensive Players

Offensive Player

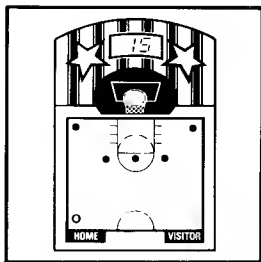
- 3** To begin the game, press the Directional Keys to move the Offensive Player out of the corner. Once a Directional Key is pressed, the scoreboard will show the 24 second clock and begin counting down the time of a team's possession. The clicking sound you hear represents the count-down of time. The Defense will automatically begin to move around and defend the basket.



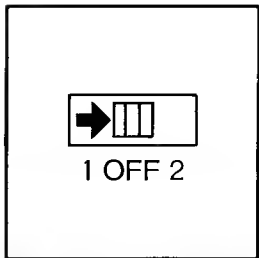
- 4** To shoot a basket, use the Directional Keys to move the Offensive Player around the court until you find a position with no Defensive Player between the Offensive Player and the basket. When that happens, quickly press the Shoot Key. The ball, represented by a bright "blip", will leave the Offensive Player and follow a path to the basket.

- 5** If you score, you'll hear a trumpet sound, the basket will light up, and your team will be given 2 points. The ball will automatically return to your corner of the court, and if you have time left on the 24 second clock, you can try to score again.

- 6 At the end of the first Quarter, there'll be a buzzer, the game clock will automatically go back to 15 minutes, and the Offensive Player will start out in the Home Team corner (left) of the court.



- 7 At the end of the 4th Quarter, a long buzzer will sound, the final score will flash and the control keys will stop functioning. This is the end of the Game.



- 8 To start a new game, slide the Skill Selector Switch to "Off" and then back to position "1" or "2".

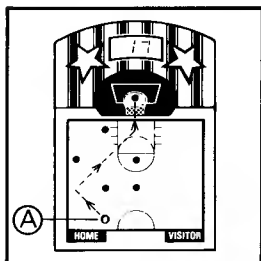
## BLOCKED SHOTS AND REBOUNDS

After the Offensive Player has pressed the "Shoot" Key, a defensive man may move into position to block the ball. If successful at blocking, the defensive man will pass the ball off to his team-mates. The Offensive Player can try to maneuver to intercept the pass and regain possession. If the Offensive Player is not quick enough, the Defensive Player will pass the ball out of bounds, a whistle will sound, and possession of the ball will go over to the other team.

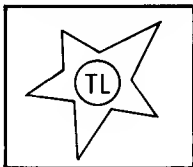
If you shoot the ball when the Offensive Player is not in an open position, the ball will go towards the backboard, bounce off, and become a free ball. It will then either bounce out of bounds, bounce to a defensive man (who will pass it out of bounds), or bounce back to the Offensive Player who will regain possession. The Offensive Player can maneuver to try for the rebound.

## USING THE HARLEM GLOBETROTTERS "TRICK SHOTS"

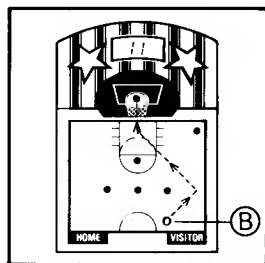
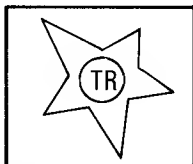
Instead of shooting straight towards the basket, the Offensive Player can carom his shot at a 45° angle to the basket. There are several positions a player can take a trick shot from, but only two positions where the trick shot will produce a basket.



When the Offensive Player is in Position A and there are no defensive players in his path, he should press the **LEFT TRICK SHOT KEY**.



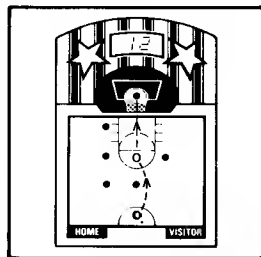
When the Offensive Player is in Position B and there are no defensive players in his path, he should press the **RIGHT TRICK SHOT KEY**.



## USING THE HARLEM GLOBETROTTERS "LONG PASS"

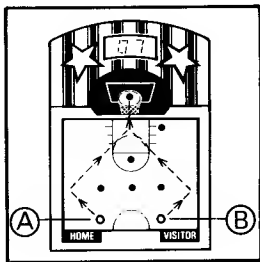
With the Harlem Globetrotters "Long Pass", the Offensive Player can "jump" from the bottom row of the court over any Defensive Player in front of him, and land on the second row of the court, above the Defensive Player.

The "Long Pass" can be used to by-pass the Defensive Player in front of you, and let you continue to maneuver for a better shot. Or the "Long Pass" can be used to quickly arrive at a position on the third row of the court from which you want to shoot.



## TIPS ON SHOOTING

- 1 The closer you are to the basket, the better your chances for scoring. If you're too far away, the defense has too much time to move into position to block your shot.
- 2 To set up a good shot, move around and away from the basket to throw the defensive players off guard.
- 3 Speed is essential. As soon as you get an opening, shoot before the defense recovers and blocks your shot.
- 4 Use the Trick Shot whenever the Offensive Player is at position A or B and the path to basket is clear.



- 5 Use the Long Pass to by-pass the Defensive Player in front of you and get to the 3rd row for an easier shot.

## WHAT THE SOUNDS MEAN

- 1 Double Note Trumpet Sound — you've just scored a basket for 2 points.
- 2 Whistle — you've lost the ball, the other side gets possession.
- 3 Buzzer — end of quarter.
- 4 Long Buzzer — end of game.
- 5 Ticking — the ball is in play and the 24 second clock has started.
- 6 Short beep — your shot is blocked, try to recover it.

## READING THE SCOREBOARD

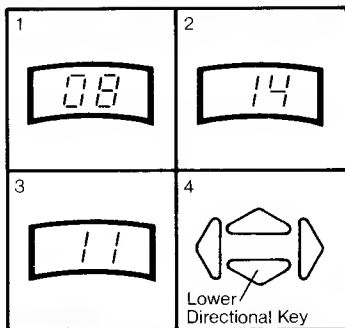
When the whistle sounds, the following information is flashed on the scoreboard:

FIRST: The Visiting Team's score.

SECOND: The Home Team's score.

THIRD: The number of minutes left in the quarter.

To repeat this information on the scoreboard, press the lower Directional Key.

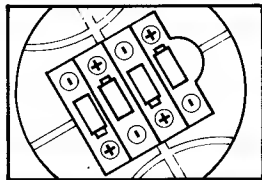


## CARE OF THE HARLEM GLOBETROTTERS ELECTRONIC BASKETBALL GAME

Don't drop the game. Don't expose it to extreme heat, for example, leaving it in the glove compartment of a car on a hot day. Avoid getting the game wet or dirty.

## INSTALLING BATTERIES

- 1 Use four AA (penlight) batteries. For best results, use heavy-duty Alkaline batteries.
- 2 Open the battery compartment by pressing the compartment cover down and off.
- 3 Insert batteries matching the diagram on the bottom of the compartment.



## IMPORTANT NOTE

If the lights representing the players, or the scoreboard lights, begin to malfunction, this is the first sign of battery wear. Replacing the batteries should solve the problem.

## 90 DAY LIMITED WARRANTY

Regency Electronics (HK) Ltd. warrants to the original purchaser of this product that Harlem Globetrotters Electronic Basketball will be free of defects in material and workmanship for a full 90 days from the date of original purchase.

During this warranty period, the Harlem Globetrotters Electronic Basketball will be either repaired or replaced at our option and without charge.

The original consumer must return Harlem Globetrotters Electronic Basketball **with proof of the date of original purchase**, to the dealer or mail it, properly packed, prepaid, and insured to:

Regency Service Center  
350 Fifth Avenue  
Suite 3112  
New York, N.Y. 10001

If you return Harlem Globetrotters Electronic Basketball after the 90 day warranty period, it will be repaired or replaced at our option for a \$10.00 service charge. Please enclose check or money order, when you carefully pack the Harlem Globetrotters Electronic Basketball to return it to us. Please also include your name, address, city, state and zip code.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by this Warranty.

This Warranty gives you specific legal rights, and you may have other rights which may vary from state to state.